

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusions

Based on the result and discussion from previous chapter, this research can be summed up as follows:

1. The result of pre-test showed the average score of the experimental group was 60.00 while the average in the control group score was 65.00 it indicates that most students' scores were below the minimum completeness criteria. This problems were caused by several factors, such as (1) Students' lack of interest in learning English (2) The students did not know the rules of the present perfect tense (3) The students did not know when to use the auxiliary verbs "have" or "has" with different subjects (4) The students did not know the past participle forms of verbs (5) The students were unfamiliar with the structure of the present perfect tense.
2. Based on the result of the independent sample t-test, in the control class average pre-test score was 65.00 and the post-test average score was 85.00, while the experimental class had an average score pre-test 60.00 and post-test average score was 92.00, Based on the statistically analysis, The effect can be seen from Sig. (2-tailed) is 0.011 it is lower than $\alpha = 0.05$ and it means H_a (Alternative Hypothesis) is accepted and H_o (Null Hypothesis) is rejected. the Independent Sample Effect Sizes of Cohen's d point estimate is 0.994 which is > 0.8 it indicates large effect sizes. It can be concluded there was significance effect of climbing

grammar mountain game for teaching present perfect tense mastery at the eighth grade of SMPIT Widya Cendekia Kota Serang.

3.

B. Suggestions

Based on the conclusion of this research, the researcher proposed suggestions as follows:

1. For the teacher
 - a. The teacher can use the "Climbing Grammar Mountain" game as a technique for teaching mastery of the present perfect tense. This approach can enhance student motivation, focus, and enjoyment in learning the present perfect tense.
 - b. The English teacher can enhance students' mastery of skills by employing effective and relevant techniques or media tailored to the materials being taught. This approach enables students to enhance their skills development accordingly.
2. For the other researcher
 - a. The researcher used the climbing grammar mountain game to improve students' mastery of the present perfect tense. Other researchers could use the climbing grammar mountain game to enhance students' mastery of different tenses, like past continuous tense, perfect continuous tense, past perfect tense, future perfect tense, and future continuous tense.

- b. In this research, the researcher utilized the climbing grammar mountain game to assist junior high school students, focusing particularly on the present perfect tense. Other researchers can apply the climbing grammar mountain game across elementary or senior high school levels.